

PATENT SPECIFICATION

DRAWINGS ATTACHED

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COMPLETE SPECIFICATION

Improvements in or relating to Apparatus for Playing Games of Chance

We, KENT & THANET CASINOS LIMITED, a British Company, of P.O. Box 2, Legalite Works, Belvedere Road, Broadstairs, Kent, (formerly of Ground Floor, Littlewood Hotel, 4, Victoria Parade, Broadstairs, Kent) and LESLIE GILLET, a British Subject, of Kent & Thanet Casinos Limited, P.O. Box 2, Legalite Works, Belvedere Road, Broadstairs, Kent, (formerly of Kent & Thanet Casinos Limited, Ground Floor, Littlewood Hotel, 4, Victoria Parade, Broadstairs, Kent) do hereby declare the invention, for which we pray that a patent may be granted to us, and the method by which it is to be performed, to be particularly described in and by the following statement:—

This invention relates to games of chance and apparatus for playing them.

According to this invention apparatus for playing a game of chance comprises in combination a random result selector of the kind which at each operation has an equal chance of selecting any one from a possible number of results; and a surface marked with at least one area for the reception of stakes of bets on a specified result being selected by the selector or on any one of a number of specified results being selected by the selector, said area being marked to indicate the result or results for which a stake on that area will win and said surface being marked to indicate the odds at which a successful bet on a stake placed on each area will be paid, said odds being in the same ratio as the number of possible losing results to the number of possible winning results for that area.

According to a feature of the invention, the surface of the apparatus may be marked with a number of areas in some at least of which the odds are the same and the number of areas in which the odds are the same may be such and so marked as to ensure that a successful bet could be staked at those odds

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for every possible result selectable by the selector by putting equal stakes on a plurality of areas to the total value of a single stake plus the winnings on a stake for a successful bet at those odds.

According to another feature of the invention, the apparatus may comprise a table on top of which the surface is marked out and into or on which at least a part of the random result selector is mounted or received during play.

According to another feature of the invention, the random result selector of the apparatus may be of the sort which comprises a ball and a rotor with pockets for receiving the ball at its periphery.

Another form of random result selector which is suitable for apparatus according to the invention is a die which may be a cube with the numbers 1 to 6 represented each on one face of the cube half the numbers being in one colour and the other half in another colour.

Yet again the random result selector may be a pair of dice both of which are cubes, one of which has the numbers 1 to 6 represented one on each face of the cube, and the other of which has three faces marked to indicate one colour and the other three faces marked to indicate another colour.

Yet again the random result selector may be a pack of cards which may be such that each card in the pack is marked with one of the numbers 1 to 6 and that there are the same number of cards bearing each of the numbers 1 to 6. Preferably in such a pack half the cards in the pack are marked to represent one colour and other half marked to represent another colour.

Another form of random result selector which may be comprised in the apparatus of the invention is a polygonal top. It may be a hexagonal top with the numbers 1 to 6

associated one with each edge of the top and half the numbers of the top are represented in one colour and the other half in a different colour.

5 Yet again the random result selector may be a set of counters each marked with a number less than seven there being the same number of counters marked with each number.

10 Embodiments of apparatus according to this invention will now be described with reference to the accompanying drawings in which:

Figure 1 is a diagrammatic plan view of the top of a table,

15 Figure 2 shows how a surface is marked for use with a random result selector which at each operation has an equal chance of selecting any one from the numbers 1 to 6,

20 Figure 3 is a development of a die for use with a surface marked as shown in Figure 2,

Figure 4 is a development of dice for use together with a surface as shown in Figure 2,

25 Figure 5 is a hexagonal top for use with a surface marked as shown in Figure 2, and

Figure 6 is a diagrammatic plan view of the top of a table.

30 Referring to Figure 1 of the drawings, it will be seen that there is a part 11 of a random result selector mounted on the table at one end. This random result selector is of the sort of which a roulette wheel is an example and the part 11 comprises a rotor 12 which, when the table is properly set up, rotates about a vertical axis and is provided with a handle 13 for rotating the rotor. The rotor 12 is provided with thirty six pockets at its periphery which are coloured red and black alternately and each of which is numbered with a different number from all the others. In the example illustrated the numbers 1 to 36 inclusive are used and the random result selector thus differs from a roulette wheel in having no zero.

35 The part 11 is operated in conjunction with a suitable ball which is projected on to the rotor 12 while the latter is rotating. The rotor 12 and its surrounds are suitably shaped so that the ball will eventually come to rest in one of the thirtysix pockets on the rotor. These pockets are evenly spaced round a circle centred on the axis of rotation of the rotor 12 and the rotor and its surrounds are so shaped that they will not lead the ball to any pocket in preference to any other pocket.

40 The remainder of the table top provides a surface which is marked out in a number of rectangles. Each rectangle indicates a group of numbers or a colour and the odds at which a bet on the random result selector selecting a pocket numbered with a number falling in such group or of such colour will be paid.

The odds are in the same ratio to the stake as the number of possible losing results for that rectangle to the number of possible winning results for that rectangle.

Thus for example, six of the rectangles each specify the numbers of six of the pockets and a winning bet for any one of those rectangles will occur if the ball comes to rest in any one of the six pockets whose number is specified in that rectangle and a losing bet for that rectangle will occur if the ball comes to rest in any one of the thirty pockets whose numbers are not specified in that rectangle. The number of possible losing results for each of these six rectangles is thus thirty and the number of winning results is six so that the odds at which a winning bet is paid are in the ratio 30:6 which is the same as 5:1.

Similarly three other rectangles each specify a group of twelve numbers. For each of these rectangles there are twentyfour possible losing results and twelve possible winning results and so the odds for a winning bet for any of these rectangles are in the ratio of 24:12 which is the same as 2:1.

The remaining six rectangles each specify a group of eighteen numbers either by reference to the numbers or by reference to the colour of their pockets. For each of these rectangles there are eighteen possible losing results and eighteen possible winning results and so the odds for a winning bet for any of these six rectangles are in the ratio of 18:18 which is the same as evens.

It will also be observed that every pocket number or colour is specified in at least one rectangle at each of the odds given in such a way that, assuming stakes all of the same value, a losing bet for any one rectangle can be covered by a winning bet for another rectangle at the same odds with certainty if the total value of the stakes laid is equal to the value of a stake plus the winnings paid on a winning bet. Thus the number of rectangles in which the odds are the same are such and are so marked as to ensure that a successful bet could be staked at each level of odds for every possible result selectable by the selector by putting equal stakes on a plurality of areas to a total value of a stake plus the winnings on a stake for a successful bet at that level of odds.

A game of chance is played with the apparatus described with reference to Figure 1 in accordance with the following rules:—

1. Any number of players can take part.
2. Before each rubber of games commences, one of the players is selected in any convenient manner as banker.
3. The banker announces when the game commences.
4. After the game has commenced any player can place a stake on any of the

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the same ratio to the stake possible losing results for the number of possible winning results at rectangle.

For example, six of the rectangles are marked with numbers of six of the pockets for any one of those rectangles. If the ball comes to rest in one of those six pockets whose number is adjacent to the rectangle and a losing bet will occur if the ball comes to rest in one of the thirty pockets not specified in that rectangle. The ratio of possible losing results to possible winning results is thus thirty to six which is the same as 5:1 which is the same as

other rectangles each specify numbers. For each of these twentyfour possible losing results and winning results and so the ratio of 24:12 which is the same as 2:1 which is the same as

ix rectangles each specify numbers either by reference to the colour or each of these rectangles possible losing results and winning results and so the ratio of 18:18 which is the same as 1:1 which is the same as

observed that every pocket is specified in at least one of the odds given in such a way that all of the same stakes all of the same stakes for any one rectangle a winning bet for another rectangle with certainty if the stakes laid is equal to the plus the winnings paid on is the number of rectangles are the same are such and to ensure that a successful bet at each level of odds for a selectable by the selector takes on a plurality of areas a stake plus the winnings successful bet at that level of

is played with the apparatus reference to Figure 1 in the following rules:—

1. Players can take part.

2. Number of games commences, players is selected in any contract as banker.

3. Announces when the game

has commenced any stake on any of the

rectangles marked on the top of the table.

5. No player may place a stake on more than one rectangle in any game.
6. After all stakes have been placed the banker rotates the rotor of the random result selector and projects a ball on to it. He then announces the number and colour of the pocket in which the ball eventually comes to rest.
7. A player has a winning bet if his stake is on a receptacle which specifies the number or the colour announced by the banker.
8. The banker collects the stakes of all players who do not have a winning bet.
9. The banker pays out to any and all players who have a winning bet at the odds specified in the rectangle in which such player's stake has been placed.
10. The game commences when the banker so announces and ends when the banker has paid out to all players who have winning bets.
11. A number of games played successively with the same banker is called a rubber.
12. Before each rubber commences the players shall agree on the maximum number of games to be comprised in the rubber.
13. A rubber is terminated:—
 - (a) When the maximum number of games agreed upon has been played, or
 - (b) At the option of the banker whichever happens earlier.

Referring to Figure 2 of the drawings, it will be seen that the surface there shown is marked out in a number of rectangles. Each rectangle indicates a number, a group of numbers or a colour and the odds at which a bet on the random result selector selecting such number, a number in such group or such colour will be paid. The odds are in the same ratio to the stake as the number of possible losing results for that rectangle to the number of possible winning results for that rectangle.

The die illustrated in Figure 3 is an ordinary die in the form of a cube having the numbers 1 to 6 indicated on each face but differs from an ordinary die in that the odd numbers are indicated in red and the even numbers in black. When the die is rolled, the face of the die which is uppermost when the die comes to rest indicates the number and the colour for which winning bets will be paid.

The pair of dice illustrated in Figure 4 together constitute a random result selector suitable for use with a surface marked as shown in Figure 2. The die on the left is an ordinary cube with the numbers indicated on its faces in one colour. The die on the right is also a cube but has half its faces coloured red and the other half coloured black. The

red faces are indicated by vertical hatching in the drawing and the black faces by cross hatching.

Figure 5 shows a top which is a suitable random result selector for use with the surface marked as shown in Figure 2. It consists of a spindle 11 on which is mounted a hexagonal plate 12. Each edge of the hexagonal plate has one of the numbers 1 to 6 marked adjacent it and the numbers are marked alternately in red and black.

The top is spun on a flat horizontal surface and will eventually come to rest with one of the edges of the hexagonal plate resting on the surface. The number adjacent this edge indicates the number and colour of winning bets.

The surface marked as shown in Figure 2 can also be used with a random result selector consisting of a pack of cards of which each card bears one of the numbers 1 to 6 and there are fortyeight cards in the pack so that eight are marked with the number 1, eight with the number 2 etc. Half the cards bearing each number are printed in red and half in black i.e. there are four cards with the number 1 printed in red and four with the number 1 printed in black etc.

Games of chance are played with the apparatus described in accordance with the rules set out above except that for Rule 6 of those rules the following are substituted:—

When the random result selector is a die as shown in Figure 3,

6. After all stakes have been placed the banker rolls the die. When it has come to rest he announces the number and colour indicated by the top face of the die.

When the random result selector is a pair of dice as shown in Figure 4,

6. After all stakes have been placed the banker rolls the dice. When they have come to rest he announces the number on the top face of the one die and the colour on the top face of the other die.

When the random result selector is a top as shown in Figure 5,

6. After all stakes have been placed the banker spins the top on a smooth flat horizontal surface. When it has come to rest he announces the number and colour indicated adjacent the edge of the hexagonal plate which is in contact with the surface on which the top has been spun.

When the random result selector is a pack of cards,

6. After all stakes have been placed the banker shuffles the pack of cards face downwards and passes the pack to any of the players who cuts the pack to the banker. The banker then makes the pack, turns over the top card and announces the colour and number thus disclosed.

When the random result selector is a set of counters each marked with a number less

than 7, there being the same number of counters marked with each number,

6. Before the game commences the counters are placed near the banker with their numbers out of his sight. After all stakes have been placed the banker draws a counter and announces the number marked on the counter.

Referring now to Figure 6 of the drawings there is shown a table 21 having a part 22 of a random result selector mounted on the table at one end. This random result selector also comprises a rotor 23 with a handle 24 for rotating the rotor similar to that described with reference to Figure 1. However, in this example the pockets at the periphery of the rotor are numbered from 1 to 6 inclusive and the numbering is repeated six times to make up the 36 pockets which are evenly spaced round a circle centred on the axis of rotation of the rotor 23.

As in the example described with reference to Figure 1, the remainder of the table top provides a surface which is marked out for the reception of the stakes of bets and is marked to indicate the odds at which a successful bet on a stake placed on a particular area will be paid.

Each area for the reception of stakes is marked with the result giving rise to a successful bet on a stake placed on that area. The nature of a successful bet and the odds at which a successful bet will be paid are the same for a number of areas for the reception of stakes on such areas and an indication of the nature of a successful bet and the odds at which it will be paid together with the areas for the reception of stakes to which such indications refer are surrounded by a frame to make clear that such indications refer to such areas.

Thus for example at the left-hand side of the Figure there are areas marked 1, 2, 3, 4, 5, and 6 and these areas are framed together with the indication *WIN CORRECT ODDS 5:1*. If a stake is placed on one of the numbered areas in this frame and the number of that area "wins" the bet is met at odds of 5:1.

A game of chance is played with the apparatus described with reference to Figure 6 in accordance with the following rules:—

1. Any number of players can take part.
2. Before each rubber of games commences, one of the players is selected in any convenient manner as banker.
3. The banker announces when the game commences.
4. After the game has commenced any player can place a stake on any one of the rectangles marked for the reception of stakes on the top of the table.
5. No player may place a stake on more than one rectangle in any game.
6. After all stakes have been placed; the

banker rotates the rotor of the random result selector and projects a ball on to it. He then announces the number and colour of the pocket in which the ball eventually comes to rest. He then rotates the rotor of the random result selector and projects the ball on to it again and does so as many times as are necessary for the ball to come to rest in a pocket of a different number from that in which it came to rest on the first occasion. The banker then announces the number of this pocket.

7. A player has a winning bet if:—

- (a) His stake is on the one of the six rectangles numbered 1 to 6 at the left side of Figure 6 which is marked with the first number that the banker announces.
 - (b) His stake is on either of the six rectangles marked with the numbers 1 to 6 at the right side of Figure 6 which is marked with either of the numbers that the banker announces.
 - (c) His stake is on the one of the 30 rectangles marked with two numbers at the top centre of Figure 6 which is marked with the two numbers that the banker announces in the order in which he announces them.
 - (d) His stake is on the one of the 15 rectangles in the centre of Figure 6 marked with two numbers which is marked with the two numbers that the banker announces regardless of the order in which he announces them.
 - (e) His stake is on any of the 6 rectangles at the bottom of Figure 6 which is marked with the colour or the number which the banker announces first.
 8. The banker collects the stake of all players who do not have a winning bet.
 9. The banker pays out to any and all players who have a winning bet at the odds specified in the frame which contains the rectangle in which such players' stake has been placed.
 10. The game commences when the banker so announces and ends when the banker has paid out to all players who have winning bets.
 11. A number of games played successively with the same banker is called a rubber.
 12. Before each rubber commences the players each agree on the maximum number of games to be comprised in the rubber.
 13. A rubber is terminated:—
 - (a) When the maximum number of games agreed upon has been played, or
 - (b) At the option of the banker whichever happens earlier.
- It will be appreciated that a bet in a frame marked "WIN" requires the predicted result to be the first result announced by the banker for the bet to be a winning bet, that a bet in

a frame marked "PLACE" requires the predicted result to be either of the results announced by the banker for the bet to be a winning bet, that a bet in the frame marked "FORECAST—CORRECT ORDER" requires the predicted results to be the two results announced by the banker and in the order in which he announces them for the bet to be a winning bet, and that a bet in the frame marked "FORECAST—ANY ORDER" requires the predicted results to be the two results announced by the banker regardless of the order in which he announces them for the bet to be a winning bet.

It will also be appreciated that since the stake receiving areas in Figure 6 are for use with a random result selector which can select any one of the numbers 1 to 6 at each operation, the random result selector need not be of the type of which a roulette wheel is an example as shown in Figure 6, but could for example by any of the random result selectors illustrated in Figures 2 to 5 or a pack of cards in which each card is marked with one of the numbers 1 to 6, in which there are the same number of cards bearing each of the numbers 1 to 6, and in which there are equal numbers of cards marked red and black.

WHAT WE CLAIM IS:—

1. Apparatus for playing a game of chance comprising in combination a random result selector of the kind which at each operation has an equal chance of selecting any one from a possible number of results; and a surface marked with at least one area for the reception of stakes of bets on a specified result being selected by the selector or on any one of a number of specified results being selected by the selector, said area being marked to indicate the result or results for which a stake on that area will win and said surface being marked to indicate the odds at which a successful bet on a stake placed on each area will be paid, said odds being in the same ratio as the number of possible losing results to the number of possible winning results for that area.

2. Apparatus for playing a game of chance as claimed in claim 1 wherein the surface is marked with a number of areas in some at least of which the odds are the same and wherein the number of areas in which the odds are the same is such and so marked as to ensure that a successful bet could be staked at those odds for every possible result selectable by the selector by putting equal stakes on a plurality of areas to the total value of a single stake plus the winnings on a stake for a successful bet at those odds.

3. Apparatus for playing a game of chance as claimed in claim 1 or claim 2 comprising a table on the top of which the surface is marked out and into or on which at least a part of the random result selector is mounted or received during play.

4. Apparatus for playing a game of chance as claimed in any preceding claim, wherein the random result selector is of the sort which comprises a ball and a rotor with pockets for receiving the ball at its periphery.

5. Apparatus for playing a game of chance as claimed in any of claims 1, 2 or 3 wherein the random result selector is a die.

6. Apparatus for playing a game of chance as claimed in claim 5 wherein the die is a cube with the numbers 1 to 6 represented each on one face of the cube half the numbers being in one colour and the other half in another colour.

7. Apparatus as claimed in any of claims 1 to 3 wherein the random result selector is a pair of dice both of which are cubes, one of which has the numbers 1 to 6 represented one on each face of the cube, and the other of which has three faces marked to indicate one colour and the other three faces marked to indicate another colour.

8. Apparatus for playing a game of chance as claimed in any of claims 1 to 3 wherein the random result selector is a pack or cards.

9. Apparatus for playing a game of chance as claimed in claim 8 wherein each card in the pack is marked with one of the numbers 1 to 6 and wherein there are the same number of cards bearing each of the numbers 1 to 6.

10. Apparatus for playing a game of chance as claimed in claim 9 wherein half the cards in the pack are marked to represent one colour and the other half marked to represent another colour.

11. Apparatus for playing a game of chance as claimed in any of claims 1 to 3 wherein the random result selector is a polygonal top.

12. Apparatus for playing a game of chance as claimed in claim 11 wherein the top is a hexagonal top with the numbers 1 to 6 associated one with each edge of the top.

13. Apparatus for playing a game of chance as claimed in claim 12 wherein half the numbers on the top are represented in one colour and the other half in a different colour.

14. Apparatus for playing a game of chance as claimed in any of claims 1 to 3 wherein the random result selector is a set of counters each marked with a number less than seven there being the same number of counters marked with each number.

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15. Apparatus for playing a game of chance
as claimed in claim 1 and substantially as
hereinbefore described with reference to and
as shown in Figure 1, or Figure 6 or Figures
5 2 and 3 or Figure 2 and 4 or Figures 2 and
5.

BOULT, WADE & TENNANT,
111 & 112, Hatton Garden,
London, E.C.1.
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Agents for the Applicant(s).

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27-1274

- 1) Random selector may be a die or dice having numbers 1-6 and 3 faces of 1 color other 3 faces of another color.
- 2) Random selector may be a pair of dice, one having the numbers 1-6, the other having 3 faces of one color and 3 faces of another color.
- 3) Random selector may be roulette wheel.
- 4) Random selector may be a card.
- 5) Random selector may be top of Fig. 5.
- 6) Random selector may be a set of many ball numbered.

Fig. 3.

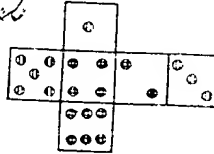


Fig. 4.

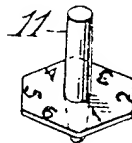
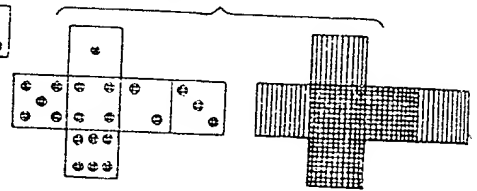
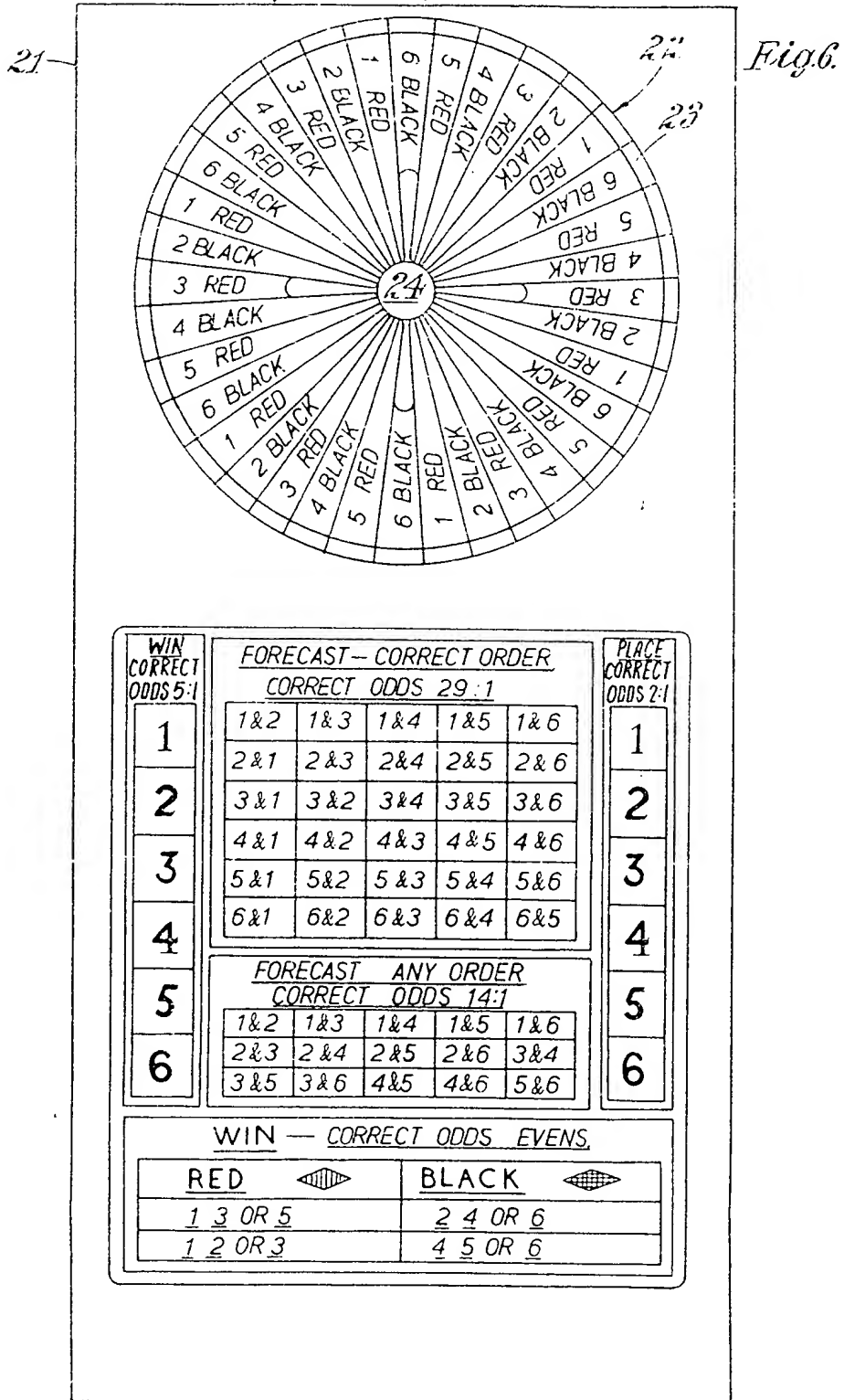


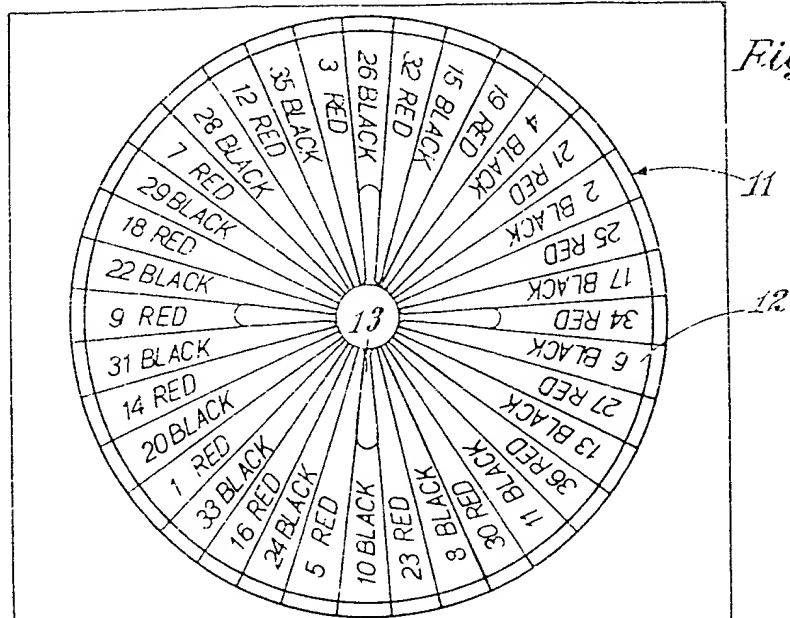
Fig. 5.

Fig. 2.

CORRECT ODDS EVEN	NUMBERS 4-6 INCLUSIVE	NUMBER 1	NUMBERS 1-3 INCLUSIVE	CORRECT ODDS EVEN
		CORRECT ODDS 5-1		
CORRECT ODDS EVEN	ANY EVEN NUMBER	NUMBER 2	ANY ODD NUMBER	CORRECT ODDS EVEN
		CORRECT ODDS 5-1		
CORRECT ODDS EVEN	ANY BLACK NUMBER	NUMBER 3	ANY RED NUMBER	CORRECT ODDS EVEN
		CORRECT ODDS 5-1		
CORRECT ODDS EVEN	ANY BLACK NUMBER	NUMBER 4	ANY RED NUMBER	CORRECT ODDS EVEN
		CORRECT ODDS 5-1		
CORRECT ODDS EVEN	ANY BLACK NUMBER	NUMBER 5	ANY RED NUMBER	CORRECT ODDS EVEN
		CORRECT ODDS 5-1		
CORRECT ODDS EVEN	ANY BLACK NUMBER	NUMBER 6	ANY RED NUMBER	CORRECT ODDS EVEN
		CORRECT ODDS 5-1		
NUMBERS 1 AND 2	NUMBERS 3 AND 4	NUMBERS 5 AND 6		
CORRECT ODDS 2-1	CORRECT ODDS 2-1	CORRECT ODDS 2-1		

Wiss 411, 662-4/15/66
Alien 276, 466-12/7/62





CORRECT ODDS EVENS	NUMBERS 19 TO 36 INCLUSIVE	NUMBERS 1,2,3,4,5,6 INCLUSIVE CORRECT ODDS 5-1	NUMBERS 1 TO 18 INCLUSIVE	CORRECT ODDS EVENS
		NUMBERS 7,8,9,10,11,12 INCLUSIVE CORRECT ODDS 5-1		
CORRECT ODDS EVENS	ALL 18 EVEN NUMBERS	NUMBERS 13,14,15,16,17,18 INCLUSIVE CORRECT ODDS 5-1	ALL 18 ODD NUMBERS	CORRECT ODDS EVENS
		NUMBERS 19,20,21,22,23,24 INCLUSIVE CORRECT ODDS 5-1		
CORRECT ODDS EVENS	ALL 18 BLACK NUMBERS	NUMBERS 25,26,27,28,29,30 INCLUSIVE CORRECT ODDS 5-1	ALL 18 RED NUMBERS	CORRECT ODDS EVENS
		NUMBERS 31,32,33,34,35,36 INCLUSIVE CORRECT ODDS 5-1		
NUMBERS 1 TO 12 INCLUSIVE	NUMBERS 13 TO 24 INCLUSIVE	NUMBERS 25 TO 36 INCLUSIVE	CORRECT ODDS 2-1	

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